ADVERTISEMENT

in: Class Vibe, True Party Levels, Safe Levels

Level VIBE

Survival Difficulty: Class Vibe

» Innate Euphoric Energy

» Stable and Consistent Physics

» Abundance of Friendly Entities

Description

Level VIBE is one of the True Fun Levels, and just like the other True Fun Levels, it is a great place to rest and also *VIBE*! It takes the shape of a lounge, having shops and one infinite nightclub all run Sadgoers, Partypoopers, Fake Partygoers. **Level VIBE** is such a place where everybody can vibe and restore sanity if they have lost any. This level was created on 17/4/69 by a United Backrooms

A photo of the lounge. Taken by a wanderer now luckily in The Frontrooms.

Pacification Government who got
permission from Backrooms Remodeling Co. to colonise a level they found. The main lounge of the level has shops that have objects such as Neon Water, juice, and meals all created by master SPF chefs. Wanderers that tried these foods say that they are amazing, and they would eat it for the rest of their lives. Other wanderers say that the meals are somewhat similar to Royal Rations, and scientists speculate that this is due to the Azeutians having storages of Royal Rations in Level 150, and they studied them to a great extent. If you die in any way, the Partypoopers medics will heal you. Any documents of the healing were stolen by a security guard. This might be due to the Partypoopers not wanting to give any other wanderers or entities the secretive information.

Baseline Rules

- Average Frontrooms rules apply here.
- Again, how much do I need to say this? No Hostile Entities
- If you act out, we'll get the Azeutians to *get rid* of you.
- Don't attack wanderers unless they did something first.

Incidents

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Note: You can add more incidents as time goes on.
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Incident 1: "Partygoers' Invasion"

On 5/12/69, (12/5/69 for Americans) a group of Partygoers decided they wanted to score some victims by invading Level VIBE, which was created by the UBPR a few days ago. However, they did not know this. When they saw Azeutians, they ran back to Level Fun, leaving behind an entrance. This entrance was blocked by the Sadgoers's request.

Colonies and Outposts

United Backrooms Pacification Republic

- a Republic set up by Sadgoers, Uninvited and the Partypoopers
- Allies with the Azeutian Empire
- Friendly unless Hostile
- Open for Trading
- Will Accepting Anyone
- Fully Supplied
- Pop : 1,000+

Azeutian Base “Chilling”

- Has around 11.000 people
- Friendly
- Willing to let anyone in
- Willing to trade
- Will give supplies, shelter and protection

Backroomians Base "VIBE"

- Has around 9,000 people
- Willing to let anyone in
- Willing to trade any sort of food / drink

Room Service

Hey, the room service is here too!

- 531 Fake Partygoers and 147 wanderers
- Full of medics, chefs and other types of service
- Willing to trade and lets anyone join

Entities

Sadgoers, Partypoopers, and Fake Partygoers

Just like all for native levels of True Party, there are thousands of SPF here. They especially like helping wanderers who stumble here.

~~"Invited" Partygoers =)~~

The Partygoers here have been wiped out by The TFU.

~~Smilers, Facelings, Hounds~~

~~All of these entities do not have the Level 11 effect, but they do not attack wanderers due to the Glowfolk saying that they will kill them if they do. So they vibe here with everybody else.~~

Due to the Entities joining the Partygoers during the invasion they have been kicked out

Jerry

Jerry sometimes visits here and likes to boogie in the nightclub.

Entrances and Exits

Entrances

- Fending off the entities in Level 150.! for 12 hours you will be teleported to here.
- Vibing to the "hype" music in The Barrier will send you here.
- It is thought there is an entrance/exit to The End here, due to the Enderling sightings.

Exits

- You can exit through a double door to get sent to Level 11.
- Noclipping into a restaurant will send you to The Snackrooms.
- ~~*Hello! Come through that =) to get sent to a place that's way more fun and safe =)!*~~ Don't worry we have handled them.
- *Instead of playing a game here, why don't you do it at the Best Game EVER*
- No-clip into any chair to go to ***the room of boredom***

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